3D POOL

ENGLISH VERSION

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MP1X POO3

When you see the table for the first time.

When you first take a look at 3D pool, you may be slightly surprised to notice that there's no cue. This is because you don't need one! If, however, you take an imaginary line straight 'out' from the cue ball to the centre of the screen, this will suffice. This means that instead of moving your cue around the table, we have introduced a revolutionary twist - you move the table around the cue!

You start off looking down the table. Closest to you is a dark green line with a semi-circle in the middle which is called the 'D', with the cue ball placed somewhere within. Right down the other end of the table are the game balls, arranged neatly in a triangle with the 8 ball (black) nestling in the middle. The table rotates clockwise and anti-clockwise, allowing you to change the direction of your shot. It also tilts up and down, allowing you to change spin strength and type (ie. top or back spin).

At the top of the screen, there are six tiny pool tables, each with an arrow or arrow near them, these are the icons you use to tilt and rotate the main table. Next to this is the 'reference ball', which is a cue ball with a little black cross on it (see below). Next comes the power-bar (which shows the strength of the shot). Then comes our two balls, one with a curly arrow pointing left and the other with an arrow pointing right. These are the 'swerve balls' which you use to apply 'swerve' to your shot. Finally, comes the MENU square which is used to bring up the selectioo menu during the game.

When a game is in progress (and a coloured ball has been potted) the coloured ball for player one is shown underneath the top row of icons, on the left, and player two's colour is shown on the right. Various other information is shown here, but more about that later.

A few things you should know about mice

The screen is divided into two areas as far as mouse control is concerned, the top part containing all the icons, and the rest - the table. The program uses both the mouse buttons on the ST and Amiga. Generally, pressing the right mouse button will perform an operation once, and pressing (and holding) the left mouse button will allow you to continue the operation until you release it. Holding both buttons is usually the same as holding the left button down (only more so - ie. faster).

All the game options have a little square (which resembles the MENU and CONTINUE square) to their right - to select an option, simply move the pointer over the square and press the left mouse button.

The little pool table icons

If you click one of these with the right mouse button, you can have selected will happen continuously (except up/down & in/out). Where the table can only go so far). If you click with the right button, the action will be very fine and happen once. If you click and hold both buttons, the action will happen rapidly and continuously.

The reference ball - what does it do?

The cross on this ball shows you exactly where the cue is going to strike. It moves up and down when you tilt the table, or left and right when you apply swerve (see below). If the cross is close to the bottom, the ball will spin back, if the cross is to the left, the ball will spin left, etc.

This icon is also used to take the shot (click with the left button), and to

flip the viewing angle by 180° (click with the right). Once a shot has been taken, if you click both buttons the shot will be played in super-fast mode.

The POWER BAR.

You can use this a number of ways. There is an arrow at each end of the bar and clicking either of these will increase or decrease the power respectively. You may also click the actual bar itself.

The MENU square.

If you click this with the left mouse button the menu will appear opaque in the middle of the screen (or transparent if you click with the right). Double click with the right button (while a menu is on the screen) will change between opaque and transparent. However, while balls are still rolling, menus will appear transparent.

The action of the mouse in the lower part of the screen.

If you click and hold the left button anywhere below the top row of icons, the cursor will turn into a diagonal cross. If you push the mouse away from or towards you, the table will tilt. If you move it left or right, the table will turn, click the left mouse button twice quite quickly, and you will take the shot. If you hold the right button down, you can similarly change the power (up or down) and side-spin (left or right). If you hold both buttons, pushing the mouse away from or towards you, you will in or out of the table. Moving left and right will 'slide' the table, so you view any part of it. When you release the buttons.

Playing the game

When the game has loaded, you will be presented with a menu. Each option on the menu can be selected by moving the mouse cursor over the square to the right of the option and clicking the left button. See below for an explanation of what happens when you click one

MATCH TYPE

Tournament
Two player
Practice
Trick play
Demo mode

Click on the square at the top left hand corner of the menu box to start your selection. This square is referred to in the rest of the instructions as the CONTINUE square. Alternatively, you can exit from each menu (or submenu) by double-clicking the left mouse button.

Tournament

You start off in the quarter-finals, set against a randomly-chosen opponent. After playing the best of three games, you enter the semi-finals, again playing the best of three games. After that, winning the qualifying finals (this time the best of five games) will let you play Maltese Joe himself (Well, a computer version of him!)

VIEWING PAIRINGS   Shows a list of opponents.
NEW TOURNAMENT   Will re-shuffle the opponents.

During the game, clicking the MENU square - when it is your turn will print up another menu.

CONCEDE GAME   Means you lose this game.
CHANGE OPPONENT   You can change your mind in the
                        middle of a game.

CONTINUE resumes play.

Two player

You play against a friend, taking alternate 'visits'. During the game, clicking the MENU square will print up another menu.

QUIT   Return to main menu.

Demo mode.
This option allows you to view the particular playing skills of any two players.

CHANGE OPPONENTS   Randomly selects two players.
During the game, clicking the MENU square will print up another menu.

QUIT   Return to main menu.

Practice
You can practice as many times as you like against a particular opponent.

CHANGE OPPONENT   Runs through a list of possible opponents (sadly you can't practice against Maltese Joe). During the game, clicking the MENU square when it is your turn will print up another menu.

STOP GAME   Returns you to the main menu.

Trick Play
Better than in real Pool, once you've tried a trick-shot, 3D Pool sets it back up exactly as it was! To 'solve' a trick-shot, you must get all the yellow balls without fouling (ie. hitting a red ball first). A clever combination of side and back (or top) spin usually 'does the trick'.

TRICK NUMBER Select next trick (The trick number changes). The right hand mouse button decreases the trick number by one.

EDIT TRICK This allows you to design your own tricks (or edit existing ones) - See below.

RETAIN TRICK SHOT keeps the trick you have just edited in memory.

Clicking CONTINUE allows you to try out a trick.
During the trick, clicking the MENU square will bring up the main menu.

Like anything that has a structure, trick shots have a certain 'logic' to

them. Here's a description of some of the common patterns found (there are certainly many others; can you design new ones?).

(a) **Goalbanger** - a ball sitting on the edge of a pocket. Football fans will see the similarities here... the slightest passing touch and it'll jump in.

(b) **Peashooter** - two balls touching. Hit the back of one and the other flies off along the line passing through their centres. A favourite amoung real trick-shot players, because if you point them at a pocket, you can't miss!

(c) **Cannon** - a shot that glances off one ball and carries on moving. The term is used in billiards.

(d) **Guard** - (in the trick-shot) stop a ball whose position is a shot being possible. For example, a ball you have to swerve around, or a black sitting over a pocket (goal hanging).

(e) **Chain** - a line of balls that, if hit (in the right sort of way) at one end, cause the ball at the other end to move. In modern terms, this is called 'a multi ball plant'.

(f) **Plant** - a ball (on the cue ball) hitting a second ball. A 'peasobeer' is a special kind of plant (touching).

Trick-shot EDITOR

The controls for trick-shot editing are the same as you use for playing the game, but they do different things.

Move viewing position (note this is different from the shooting position in edit mode-further explanation below) **Right Button** Move current edit ball (the flashing ball) around the table, relative to your viewing position. This is the same as moving the cue ball around the 'D'.

Right/Right Flip viewing position round.

Left/Left Try last shot from last defined shooting point so, if you wish, you can view a shot from a different angle.

There is a row of 16 balls across the top in edit-mode. The currently selected ball will be flashing. If it is flashing more 'on' than 'off', then the ball is active; otherwise it is disabled, and is not involved in the current trick shot. Click on a ball with the right mouse button to enable/disable it - or click on a ball with the left button to select it. If you click on the swerve balls at the top with the left button, the 'ball number' increases or decreases.

Shooting position for Trick-shots

The current shooting position is set up when you take a shot from within the trick.shot player.

Generally, the most effective way to design a trick-shot is to go into editing mode, move the cue ball to where you intend it should start from, then, in playing mode set up the power, angle and spin of the trick (even though the problem hasn't been set up). Then, in editing mode, when ever you double click the left mouse button, it will replay the shot from the angle that you have set up! Its quite nice to note that once you have solved a trick, you can view it from an entirely different angle using this method.

Placing the cue ball in the 'D' at the start of a game or after a foul.

Holding the right button down while moving the mouse moves the cue-ball around in the area allowed (ie the D). This is the same mechanism used in the trick shot editor). When happy with the position, double click the left mouse button, and the cue-ball will be placed there - and the 'placing' message will disappear.

Swerve, what it does and how to do it.

When you apply swerve to your shot, you are actually making the cue ball spin on it's axis. This means that if you move the dot on the reference ball to the left, the ball will spin clock-wise, and the shot will curve right. The amount the shot deviates depends on how hard you hit the cue ball and how far across the reference ball you have moved the dot.

To produce swerve, simply click on either of the two 'swerve balls' at the top of the screen.

Choosing colours after potting two different balls after a break.

If players are still trying to establish their colours after a break, and someone pots one ball of each colour, the option will come up for them to choose. When a player has the option to choose, a dual-coloured ball with a little arrow in it will appear next to their icon. Before trying to pot the next ball, clicking this ball swaps colours. This can be done as many times as is necessary but once the slot is taken the colour is fixed. So make the most of it!

If the last shot was also a foul, you can swap colours after the free-shot, as well as before.

When it's your turn to play

A flashing cue ball will appear next to your ball at the top of the screen. This ball will continue to flash until you fall to pot a ball of your colour, or play a foul shot.

When you play a foul shot

According to the rules, if you play a foul shot, your opponent will be awarded a free shot. This is denoted by a 'free ball' sign, and an extra cue ball next to the player's colour at the top of the screen. The opponent will also be allowed to place the cue ball anywhere in the 'D' - see above.

However, if on your (extra) free-shot, you pot a ball without fouling, you lose the extra shot. This is to encourage tactical play - you obviously didn't need the free shot!

Loading the game

All your systems should be set up exactly as stated in the manuals. Remove all peripherals not connected with the running of the game, i.e. cartridges etc.

Amiga 500/1000/2000

If your Amiga does not have Kickstart built in, insert your Kickstart disk at the prompt.

At the Workbench prompt, insert the 3D Pool disk, label side up. The game will load and run automatically.

Atari ST

Insert the 3D Pool disk in the drive, label side up, and switch the computer on. The game will load and run automatically.

IBM PC

SHARKEY'S 3D POOL requires an IBM-PC/Tandy/compatible with at least 512k of RAM, running DOS version 2.1 or higher. A mouse and/or keyboard interfaces can be used. *SHARKEY'S 3D POOL* supports EGA, CGA, Hercules and Tandy graphics. The game is hard disk-installable: simply create a new directory and copy all the files into it.

RUNNING THE PROGRAM

RUNNING FROM A FLOPPY

This game is designed to run using copies of the original disks supplied in the box. You can run the game using the original disks, but no information is saved. We suggest formatting disks before copying. This insures that they are "clean" and in good operating condition.

To format a floppy, boot your computer with DOS. At the " `>` " prompt, type the appropriate format command. On most machines this is "FORMAT A:" to format a floppy disk in the "A" drive. For details consult the description of "FORMAT" in your DOS manual.

After formatting the new disk, use the DOS "COPY" command to copy the original disks with "*.*" as the file designators. Typically this command is entered as "COPY A:*.* B:*.*" even if you have just one floppy drive. For details, consult the description of "COPY" in your DOS manual.

To load:

1. Be sure your computer is running DOS (version 2.1 or higher), and that the mouse is plugged in if you plan to use one.
2. Put the SHARKEY'S 3D POOL disk copy in Drive A.
3. Type A: to change to the "A" drive, then press ENTER/RETURN.
4. To run the program, type "POOL".

RUNNING FROM A HARD DISK

You can copy the original disk onto a hard disk. The files copied are standard DOS files. They can be copied, erased, and optimized as desired.

Copy all the files to the same directory or subdirectory, using the DOS "COPY" command. To run the program, type "POOL".

PROBLEMS LOADING ?

If the program does not load correctly, repeat the loading procedure described above. Be sure that the game disk is not in Drive A when the machine is turned on, and be sure that an appropriate version of DOS is loaded correctly and is running. If loading problems persist, try to load the game on another IBM PC/Tandy compatible. If the game loads on that machine, the problem is in your hardware. If you have problems loading the game on other machines as well as your own, the problem may be in the software. Contact Mirrorsoft Ltd., on 071 261 9455.

MAKING SELECTIONS

All choices for menus can be made by scrolling through them with cursor keys and pressing ENTER/RETURN. If you are using a mouse, move the pointer to the selection you want and tap the left mouse button twice (once to highlight, once to activate).

COMMAND	MOUSE	KEYBOARD
STANDARD SCREENS		
Highlight buttons	Select	Solo arrows
Highlight menu choices	Select	Up/down arrows
Excel highlighted feature	Select	ENTER
Escape to previous screen	Select	ESC
Release		CTRL/ALT/DEL
Quit		ALT/Q
POOL SHOOTING		
Ball's Eye View	Control panel	Arrows
English	1: Left side/clicking CUE x	ALT arrows
	2: Left click on CUE x =>	
English /Hits	Right select on CUE x	ALT arrow
Flip eye view	Right select on CUE x	Period
Move highlighted ball	Right button drag	Cursor CTRL
Move ball, finished	Left select CUE X	ENTER
Power	Select	+ and x
Scroll infoz		L/R (Hold spacebar to freeze)
Shoot (hit ball)	Left click CUE X	Arrows
Spat/tilt/slide	1: Left drag	Arrows
	2: Left select table view	
Spat/tilt, flow	Right select table score	CTRL/arrow
Spat/tilt, spin		SHIFT/arrow
Zoom and cannons	Left select table zone	+ and -
Zoom/Unzoom, Free	Right select table zone	CTRL + and -
BALL EDITOR		
Delete Selected Ball	Right button on icon	DELETE
Editor On/Off	Select on Control Panel	E
Indicators On/Off		I
Search for real ball	Right select table zone	F
Move Selected Ball	Right button drag	Cursor
Move Ball, Free	Right select	CTRL/CTRL
Save Ball	Select	S
Undo Blint	Select	U
14.1 SPECIAL RULES		
Increment called ball	Left select ball zone	TAB/up arrow
Decrement called ball	Left select ball zone	TAB/down arrow
Change called pocket	Left select table zone	TAB/side arrow